

Web Development Skills

My core web skills are XHTML, CSS, & Flash. Additionally I work regularly with Javascript/AJAX, MySQL, Unix and PHP.

HTML/CSS

My current concentration is in the development of cross browser, XHTML-compliant site development. With the exception of legacy sites, all my current development employs table-free page layouts. I test all my work in FF2 & 3, Safari, Chrome and IE 7 & 8.

Web Design & Online Product Development

For two years now, I have been concentrating on the design and front-end development of online and mobile products for a startup in San Francisco.

I have done everything from designing a user-friendly web traffic and revenue reporting system to designing and developing the UI for an iPhone and Android app for a user-generated content social networking site called HubPages (quantcast top 80).

My focus is on the design process beginning with the planning stage, design, beta testing and finally, deployment.

My philosophy is that it should be so simple and elegant that a five year-old could drill through a revenue report and tell you how much you many users you have on your site.

E-Commerce

I have over eight years experience in e-commerce implementation & strategy. I'm a partner for a proprietary e-commerce solution called [QubixCart](#).

I have hands-on knowledge of both small-scale and enterprise-level e-commerce applications and strategies. Previous experience includes OSCart, Miva, SiteBuilder, & Fry OCP E-commerce clients include Freightliner/Daimler, Nike, Napa Styles, Dollar Tree and Black Wagon.

SEO & Web Marketing

My experience with SEO goes back to 2001, when I was hired to create an SEO standards-compliance report for a world-class translation company. Since then I have worked on and directed a variety of SEO projects.

My expertise in the area continued to grow under YieldBuild/Hubpages and their ad-network management tools.

Other Web Projects

I am a partner in QubixCart, a new e-commerce solution that offers users flexible design controls and many enterprise-level features standard.

I am the product developer and front-end developer for the site, as well as having a board vote in the company.

Work Experience

YieldBuild LLC 2008 to 2010

Designer, CSS and User Experience developer.

In this position, I have designed reporting systems, mobile applications, created a learning center article site, desktop widgets and general website design.

Fry Inc 2008

Lead Interface Developer at SF office. Responsible for building XHTML-compliant table-free HTML/CSS pages. I also worked in Flash as a secondary focus. Other skills include management of producer timelines, project estimates and client interface. I worked with management teams on the West Coast.

Bornhuman LLC 1998-2007

My own private web consulting firm, specializing in HTML, Web Marketing, E-commerce and Flash development for clients great and small. Bornhuman was a one-man operation with a team of crack- programmers and designers...and a heart of gold (awwwwww). Clients included Marvel, Nike, Columbia Sportswear, Microsoft & many more.

Applications

I work on a regular basis with the core Adobe applications: Photoshop, Illustrator, Dreamweaver, Flash & Bridge. Committing and version control work is generally handled through TextMate & GitHub.

I have helped build iPhone apps using.

I also have been learning to convert Wordpress into a website CMS, and have been learning PHP in the process.

Project Scoping and Planning

After years of running my own local consulting group, I have developed extensive experience in estimating job scopes and costs and developing milestones. I have written project proposals and coordinated team workflows for projects for clients both independently and in corporate environments.

Leadership and Management

In the consulting realm I have coordinated development teams as of up to 10 people, and made sure that we hit crucial deadlines and managed costs by fostering an environment of open-communication, proactive planning internally with my team before project kickoff....and of course free pizza & coffee for all those late nights crunch-sessions.

Hardware

I do all my development on an Apple MacBook Pro running OSX 10.5. Cross-browser and cross-platform compatibility is performed on a local Windows box.